



WITHOUT WARNING



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SAFETY INFORMATION

ABOUT PHOTOSENSITIVE SEIZURES

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms including: lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms – children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information. The Xbox® Instruction Manual contains important health and safety information that you should read and understand before using this software.

AVOID DAMAGE TO YOUR TELEVISION

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox® games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played on your set.

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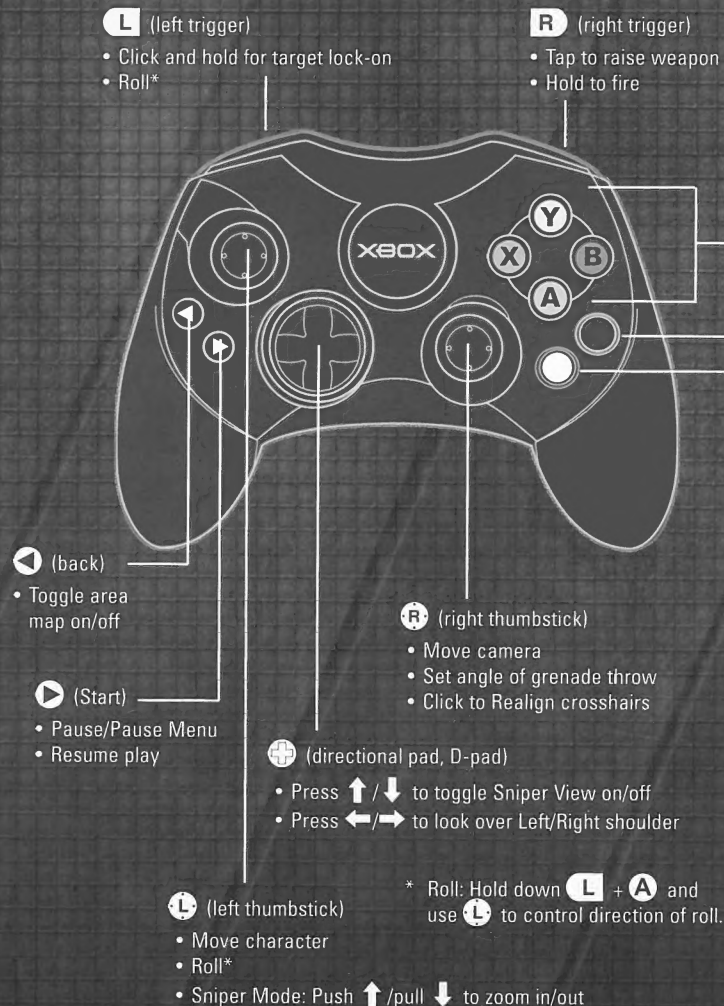
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A SPECIAL MESSAGE FROM CAPCOM®

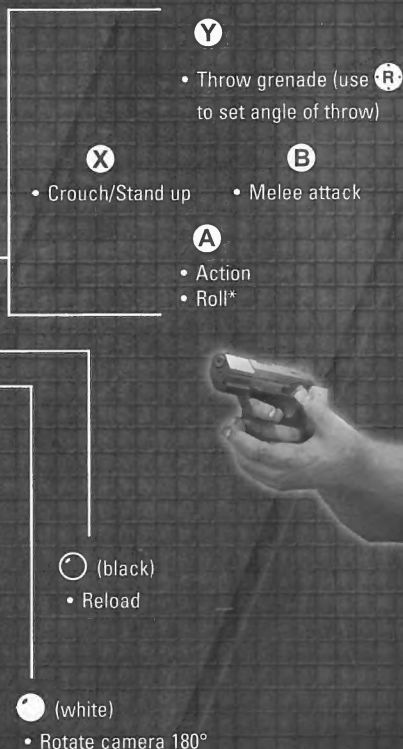
Thank you for selecting WITHOUT WARNING™ for your Xbox® video game system. CAPCOM is proud to bring you this new addition to your video game library.

GAME CONTROLS

Choose from two settings, Standard and Expert, in Option Mode (page 12).



This manual uses the Standard button controls. You can change the controls setting in Option Mode (page 12).



MENU CONTROLS

(L) ↑/↓	Select menu option
(L) ←/→	Change option setting
(+)	Same as (L)
A	Confirm menu selection Next menu
Y	Cancel/Close menu Previous menu

BREAKING NEWS...

The United States is in a heightened state of security ... mainland security across the country is being tightened ... various large scale chemical plants have been identified as potential threats.

To the general public, these facilities appear relatively secure. The government, however, has known for a long time that they are particularly vulnerable to a terrorist attack. This long-feared nightmare scenario is now a reality. The chemical industry has been slow to take precautionary measures and must now suffer the consequences.

A ruthless terrorist group has stormed and seized the Peterson-Daniels chemical plant just four miles from the center of the city. The terrorists have taken dozens of plant workers hostage and have set up sophisticated security perimeters.

Now in control of the plant, they threaten to blow it up and cause an ecological disaster resulting in the deaths of millions of innocent people, and leaving damaging fallout that would last for generations.

The government cannot risk a direct assault on the complex in the face of such determined resistance. The military has been consulted and a Special Ops squad has been tasked to infiltrate the plant and eliminate the terrorist threat.

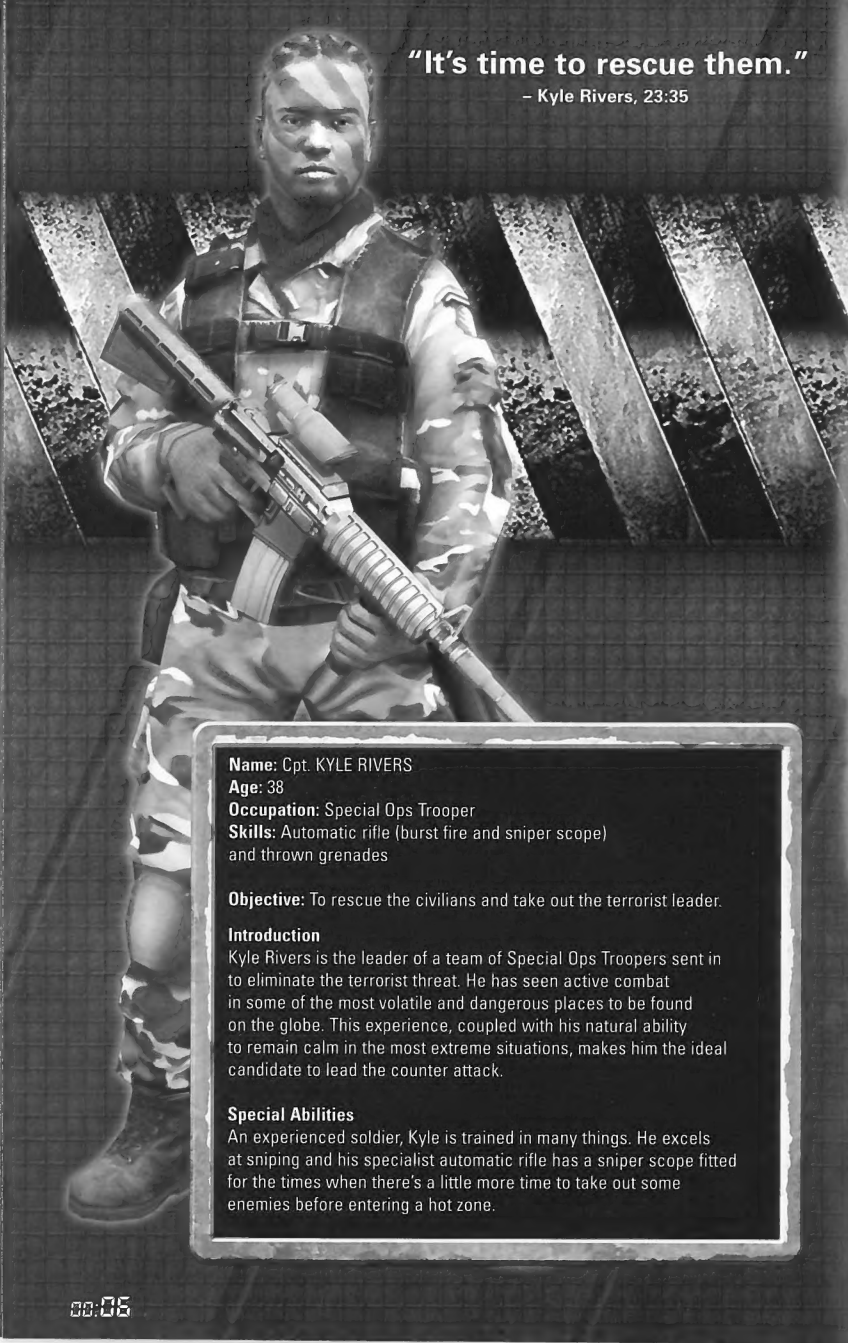
It's 8 p.m....

clock's ticking...

THE TIMELINE & CHARACTERS

In *Without Warning*, you play six characters who are all caught up in the conflict in the chemical plant. Often, they will be acting at the same time as other characters, so common events will be heard/observed by multiple characters and they will cross paths.





"It's time to rescue them."

– Kyle Rivers, 23:35

Name: Cpt. KYLE RIVERS

Age: 38

Occupation: Special Ops Trooper

Skills: Automatic rifle (burst fire and sniper scope) and thrown grenades

Objective: To rescue the civilians and take out the terrorist leader.

Introduction

Kyle Rivers is the leader of a team of Special Ops Troopers sent in to eliminate the terrorist threat. He has seen active combat in some of the most volatile and dangerous places to be found on the globe. This experience, coupled with his natural ability to remain calm in the most extreme situations, makes him the ideal candidate to lead the counter attack.

Special Abilities

An experienced soldier, Kyle is trained in many things. He excels at sniping and his specialist automatic rifle has a sniper scope fitted for the times when there's a little more time to take out some enemies before entering a hot zone.



"It's time to take control."

– Jack Hooper, 21:03

Name: Sgt. JACK HOOPER

Age: 24

Occupation: Special Ops Trooper

Skills: Automatic rifle (full-auto) and thrown grenades

Objective: To take control through overwhelming force.

Introduction

Jack Hooper is the youngest and most inexperienced member of the Special Ops team. Having been picked early in training to join the Special Ops, the liberation of the chemical facility will be his first taste of real combat. He's about to find out how good he really is.

Special Abilities

Hooper is quick to pick up new things, but having not been part of Special Ops for long, he does not yet have a specialty.



"It's time to wipe them out."

– Ed Reagan, 22:30

Name: Sgt. ED REAGAN

Age: 36

Occupation: Special Ops Trooper

Skills: Combat shotgun with mounted grenade launcher

Objective: To eliminate the terrorist threat.

Introduction

Ed Reagan is a Special Ops Trooper specializing in bomb disposal; this does not mean, however, that he is any less capable in a close-combat situation. He is a formidable force to be reckoned with.

Special Abilities

Reagan is trained in bomb defusal and his skills will be tested in the next hours to come. He knows so many types of bombs so well that, if it came to it, he could probably explain to someone else how to do it. But, he hopes it won't ever come to that...



"It's time to get out of here."

– Tanya Shaw, 23:30

Name: TANYA SHAW

Age: 24

Occupation: Typist

Skills: Pepper Spray and Fire Extinguisher

Objective: To get to safety.

Introduction

Over some years, Tanya has worked at the chemical plant and has made several close friends of her co-workers. Tanya was at her desk on the telephone when the terrorists stormed the office. Managing to stay hidden under her desk, she witnessed the chaos, violence and slaughter that followed. She must now escape.

Special Abilities

Tanya knows the security password that will allow her access through any of the security doors that are still online. While technically unarmed, Tanya has several devices she can use to stun and disable enemies — but caution will be her best tactic.



"It's time for payback."

— Dave Wilson, 01:05

Name: DAVE WILSON

Age: 54

Occupation: Security Guard

Skills: Semi-automatic Pistol

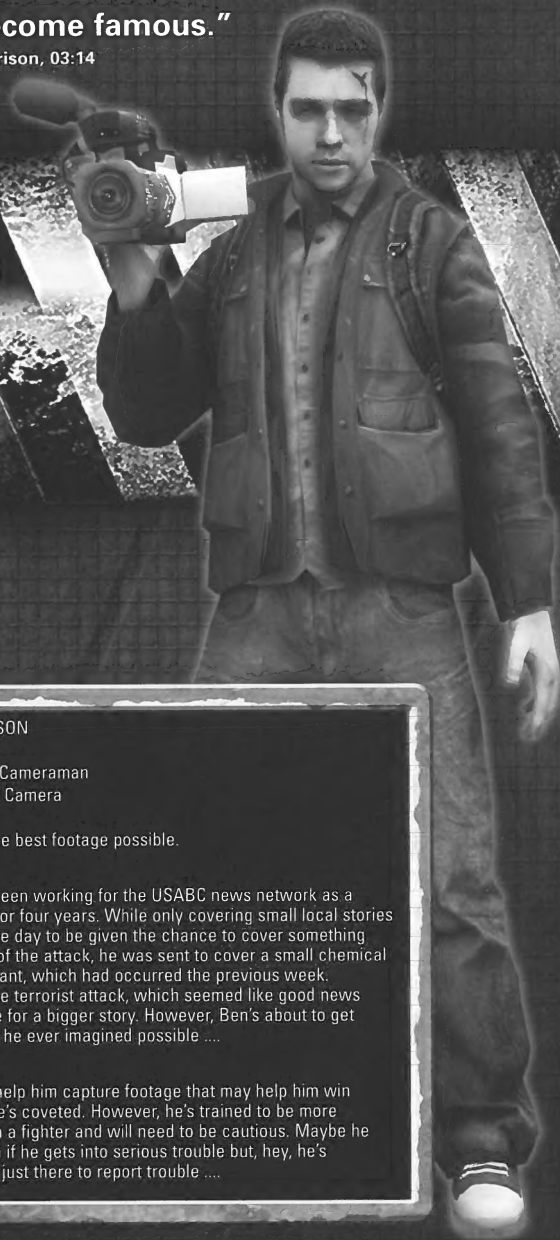
Objective: To find his friend and take back his plant from the terrorists one by one.

Introduction

After working for 17 years in a police armed response unit, Dave was shot during a routine call and left the force to pursue a safer, more sedate career as a security guard. When the attack begins, Dave's workmate and friend, Joe, radios a message to Dave asking for assistance. Dave's response is to head straight for Joe as fast as he can and anyone in his way better step aside. This is Dave's chemical plant and no one's taking over anything while he's on duty.

Special Abilities

Dave's pistol may not be one of the full-auto weapons the Special Ops use, but it's strong, reliable and he's accurate with it.



"It's time to become famous."

— Ben Harrison, 03:14

Name: BEN HARRISON

Age: 31

Occupation: News Cameraman

Skills: Pistol, Video Camera

Objective: To get the best footage possible.

Introduction

Ben Harrison had been working for the USABC news network as a news cameraman for four years. While only covering small local stories so far, he hoped one day to be given the chance to cover something bigger. On the day of the attack, he was sent to cover a small chemical spillage from the plant, which had occurred the previous week. It coincided with the terrorist attack, which seemed like good news to Ben — a chance for a bigger story. However, Ben's about to get more involved than he ever imagined possible

Special Abilities

Ben's camera will help him capture footage that may help him win the Pulitzer Prize he's coveted. However, he's trained to be more of an observer than a fighter and will need to be cautious. Maybe he can grab a weapon if he gets into serious trouble but, hey, he's a journalist — he's just there to report trouble

MAIN MENU

Once the game loads, press **▶** to bring up the Main Menu. Use **L** and/or **+** to select a menu item. Press **A** to select an item.

NEW GAME

To start a new game, select **New Game** from the Main Menu.

LOAD GAME

To resume a previous game, select **Load Game** from the Main Menu. You will resume play from the start of the last level you reached.

OPTIONS

The Options menu contains four items. Use **L** and/or **+** to select items and set levels (see Menu Controls on page 3). Use **A** to select/confirm and **B** for back/cancel.

AUDIO

- **SFX Volume** Set the volume of the sound effects.
- **Music Volume** Set the volume of the music.

CONTROLS

- **Vibration** Turn the controller's vibration function **On/Off**.
- **Camera X Invert** Invert camera movement on the X axis.
- **Camera Y Invert** Invert camera movement on the Y axis.
- **Control Mode**

Standard:

- **L** locks on and strafes.
- Auto shoulder switch is **On**.
- Aiming assistance is **On**.

Expert:

- **L** strafes only.
- Auto shoulder switch is **Off**.
- Aiming assistance is **Off**.

- **Aiming Speed** Set the aiming speed to **Slow/Standard/Fast**.
- **Control Layout** Toggle between **Right-handed** and **Left-handed** controls.

SAVING YOUR PROGRESS

The game will be saved between stages. To complete a stage, you must complete all objectives. It is not possible to save your progress during a stage.



CAMERA MOVEMENTS

Move **R** to move the camera around the character.

To quickly rotate the camera around 180 degrees, press **○** (white).

- **Switching shoulders** — The camera view is over the shoulder of the character. The view side is chosen by the game based on the current situation. You can manually switch sides by pressing **+** **←** / **→**.

CHARACTER MOVEMENT

Move **L** in the direction you want to go to move the character in that direction.

ACTION BUTTON

To interact with objects such as switches, medical stations, keypads and so on, press the action (default **A**) button when close to the object.

CROUCHING

Press **X** to crouch, or to stand up from a crouch. If you move while crouched, you will creep along, so your movement rate is slower than when walking/running (i.e. standing), but allows you to maintain cover behind objects.

LADDERS

To ascend a ladder, move **L** toward the ladder and press **A** to mount it. Once you're on the ladder, push **L** forward to climb, and pull backward to descend. Special Ops troops can quick-slide down ladders by pressing the action (default **A**) button when on a ladder.

STRAFING

Holding down **L** allows you to strafe when you move sideways. When locked-on to an enemy, you will strafe around the locked-on target (see Lock-On section on page 14).

ROLLS

Characters can roll forward, backward and sideways. To perform a roll, hold down **L** and press the action (default **A**) button while moving sideways, forward or diagonally forward. At the end of a roll, the character will crouch automatically. Rolls can be performed when standing, running or crouching.

USING COVER

Crates, barriers and other objects can be used as cover. To use cover, move the character close to the object and crouch behind it. See the **Combat** section (page 14) for details on firing from cover. Some cover will take damage and be destroyed so don't rely on it to hold out forever. Also, some objects explode when shot so taking cover behind them is not advisable.

USING THE VIDEO CAMERA (BEN HARRISON ONLY)

See the **Videotaping** section (page 18) for full details.

COMBAT

Each character has his or her own mixture of combat actions.

SHOOTING

Pull **R** lightly to raise the weapon in a ready pose.

To fire a weapon, pull **R** fully.

Holding down **R** fires the weapon repeatedly.

FIRING FROM COVER

When in cover (page 13), aim as normal and pull **R** to shoot. When the fire trigger is pulled, the character will rise slightly above the cover and open fire. When the fire trigger is released, the character will duck back down behind cover again.

When you're firing from cover, any parts of the character sticking above the object being used as cover will be vulnerable to incoming fire.

MELEE

To attack an enemy in melee combat, press **B**. This will knock the enemy down and do some damage too.

LOCK-ON (STANDARD MODE ONLY)

Pull and hold **L** to lock onto enemies.

To lock-on, the targeting crosshairs needs to be on, or near, an enemy and then pull and hold **L**.

While locked-on to an enemy, the character will strafe around the enemy and remain locked-on.

While locked-on to an enemy, your aim will attempt to remain centered on the selected enemy's chest, but you can adjust it with **R**.

If an enemy is too far away, it won't be possible to lock-on to them.

RELOADING

Press **○** (black) to reload. The unused rounds in the current clip will be lost.

BODY LOCATIONS

Shooting an enemy in the head will do a great deal more damage than shooting the enemy elsewhere.

GRENADES (SPECIAL OPS TROOPERS ONLY)

When a character has grenades, they can be thrown/fired by pressing **Y**. Grenades are great items for flushing out enemies, but don't wait to use them for too long as you can't use them when you're dead.

Use **R** to determine the vertical trajectory of the grenade, and therefore the distance launched/thrown.

SNIPER RIFLE (KYLE RIVERS ONLY)

Kyle Rivers can use his weapon as a sniper rifle too. To enter sniper mode, move **⬆** **↑** or **↓**. When in sniper mode, move **⬆** **↑** to exit that mode.

While in sniper mode, push **L** forward to zoom in, and pull backward to zoom out. Use **R** to aim.

PEPPER SPRAY AND FIRE EXTINGUISHER (TANYA SHAW ONLY)

Spraying an enemy with the pepper spray or the fire extinguisher will stun the enemy for a limited time but will not kill the foe.

Use **R** to fire the pepper spray or fire extinguisher when equipped. Hold down **R** for a continuous spray.

RE-ALIGNING CROSSHAIRS

Clicking **R** re-aligns the camera (and the crosshairs) directly behind the character.

FIRE EXTINGUISHERS

Tanya can use fire extinguishers to put out fires she finds. To use the fire extinguisher, aim where you want the spray to go and pull **R**. Hold down **R** for continuous spray.

HEALTH

There are two ways a character can regain health:

- One way is to pick up small medipacks from dead enemies or from destroyed medical crates around the chemical plant. Small medipacks offer a small, instant increase in the character's health.
- The second way is to use the emergency medical stations found on the walls around the chemical plant. These can provide a larger boost to health but take a short while to use. To use the medical stations, press the action (default **A**) button when close to a station. You can still be shot while using a medical station. Medical stations have a limited supply of health.

DYING

If a character runs out of health, the character will die and you will restart at the beginning of that stage. Any previous progress through that stage will be lost.

HOSTAGES

Many workers at the chemical plant have been taken hostage in the terrorist attack. To rescue a hostage, press the action (default **A**) button when close to free them.

DEADLINES

At many points in the game, you will need to complete actions before a deadline, such as defusing a set of bombs within 5 minutes. The time remaining will be displayed onscreen.

BOMB DEFUSAL

Bombs marked with the  symbol can be defused.

To enter Bomb Defusal mode, press the action (default **A**) button when close to a bomb.

WIRED BOMB

- To defuse a wired bomb you will use a volt meter and wire cutters. The object of this is to determine the charge carried by each wire and cut them in order, starting with the wire carrying the highest charge.
- Use **L** to move the volt meter over the wires to determine the charge in them, use **R** to position the wire cutters over the wire and press the action (default **A**) button to cut the wire.
- When the first cut is made, the bomb's internal timer will begin to countdown. If you cut a wire out of the correct sequence, the countdown will continue but at an increased rate. If the countdown reaches zero, the bomb will explode.
- If you cut all the wires before the countdown reaches zero, you have successfully defused the bomb.
- In some cases, bombs can be part of a group. A group has an override countdown which will detonate any bombs that haven't been defused when the override countdown hits zero. The override countdown is separate to each bomb's internal timer. After defusing one bomb in a group, the override countdown will continue onscreen until the final bomb in the sequence is defused.
- You can quit bomb defusal mode at any time by pulling **L** or **R** but beware that if the timer's started to countdown it will continue to do so until the bomb is dealt with.

SEQUENCED BOMBS

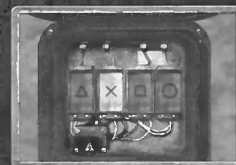
- To defuse a sequenced bomb you will need to press the buttons at the right times.
- To reduce the charge on the bomb, press the button that matches the moving symbol as the relevant button image passes through the target zone of the bomb display.
- Each correct button press reduces the charge on the bomb. Each incorrect or mis-timed button press will increase the charge. You must remove all charge from the bomb before the internal timer counts down to zero.
- In some cases, bombs can be part of a group. A group has an override countdown which will detonate any bombs that haven't been defused when the override countdown hits zero. The override countdown is separate to each bomb's internal timer. After defusing one bomb in a group, the override countdown will continue onscreen until the final bomb in the sequence is defused.
- You can quit bomb defusal mode at any time by pulling **L** or **R**, but beware that if the timer's started to countdown it will continue to do so until the bomb is dealt with. Also, quitting from Bomb Defusal mode means any progress on that bomb will be lost.




RE-WIRING

Items marked with the  symbol can be re-wired.

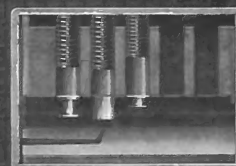
- To enter re-wiring mode, press the action (default **A**) button when close to a fuse box or an object that can be re-wired.
- To re-wire the fuse box, you must memorize the sequences of symbols displayed when you enter re-wiring mode. Re-input all the sequences in the correct order and the fuse box will be successfully re-wired. If you input the incorrect sequence three times, you'll take some electrical damage and need to start again.
- You can quit out of the re-wiring mode at any time by pulling **L** or **R**.



LOCK-PICKING

Locks marked with the  symbol can be opened using the lock-pick.

- To enter lock-picking mode, press the action (default **A**) button when close to a lock and you will view the inside of the lock.
- To open a lock, use the lock-pick tool to line up the pins. To do this, push the pins up so that, when released, they fall in the correct order and the red target line on each pin lines up with the lock's target line (marked in green).
- Move the lock-pick tool left and right using **L**. Press the action (default **A**) button to lift the pin that the tool is underneath. The longer the action button is pressed, the higher the pin will be pushed up. When released, a pin that has been raised will descend.
- Each pin has a target line marked in red. The red target lines need to line up with the green line on the lock in the correct sequence. The correct sequence order is dictated by looking at the *pin length* which is the distance between the bottom of each pin and its red target line. The correct order is to line up the pins in ascending pin length, i.e. smallest pin length first, then the pin with next biggest pin length, and so on. The target line of a pin that has been lined up successfully will turn green.
- If pins align in the wrong order, they will drop out of line. Also, if the red target line of any pin is below the lock's green target line then no further pins can fall into place even if they are in the correct order.
- You can quit out of the lock-pick mode at any time by pulling **L** or **R**.



VIDEOTAPING




An object with the video tape icon  is an objective that Ben needs to take video footage of, as he is the only character with a video camera.

To enter video camera mode, press   or . When in video camera mode, press   to exit that mode.

While in video camera mode, push   or  to zoom in or out. Use  to aim.





Aim the video camera at the object to be videotaped. When it is in the middle of the video camera's view (and the camera is zoomed in close enough), the videotape icon will start to fill up with green color. When the videotape icon is completely green, enough video has been captured and the objective of videotaping that item is complete. If the video camera's aim strays too far from the object (or the zoom goes too far back) during videotaping, the level of green for that object will start to fall.

MAP

Press  (back) to bring up the map of your current location. Some relevant locations, such as objectives and exits, will be marked when that information is available to the character, but some locations will not. Use  /  to cycle through outstanding objectives.



PAUSE

Press  (start) to pause the game. The following items are available once the game is paused. Use  or  to select a menu item. Press  to select an item.

RESUME GAME

Un-pause the game and continue from where the game was paused.

RESTART MISSION

Restart the level currently being played.

QUIT GAME














Exit the level and return to the initial start menu.

OPTIONS

Open the Options menu (page 12).

ICONS

The following is a table of the icons used in the game to identify key action areas.

	Locked	Door cannot be opened even with lock-pick.
	Swipe card	Door requires swipe card to open it.
	Lock-pick	Lock-pick can be used here.
	Bomb	Bomb defusal can be performed here.
	Rewiring	Electrical box can be re-wired.
	Video Tape	This item needs to be videotaped.
	Health Station	May be used to replenish health.
	Hostage	Hostage requiring rescue.
	Valve	Valve can be turned.
	Button	Button can be pressed.
	Switch	Switch can be flipped.
	Fire Extinguisher	Can be picked up and used (by Tanya only).
	Ladder	Climb or descend the ladder.

SAVE/LOAD GAME

At the conclusion of each level you will be prompted to save your game. This saved game will be available to select and play from the Load Game option in the Main Menu. This game cannot be saved onto an Xbox Memory Unit. The saved data will be stored on the Xbox Hard Disk. Each saved game requires 4 blocks of free memory.

NOTES



NOTES



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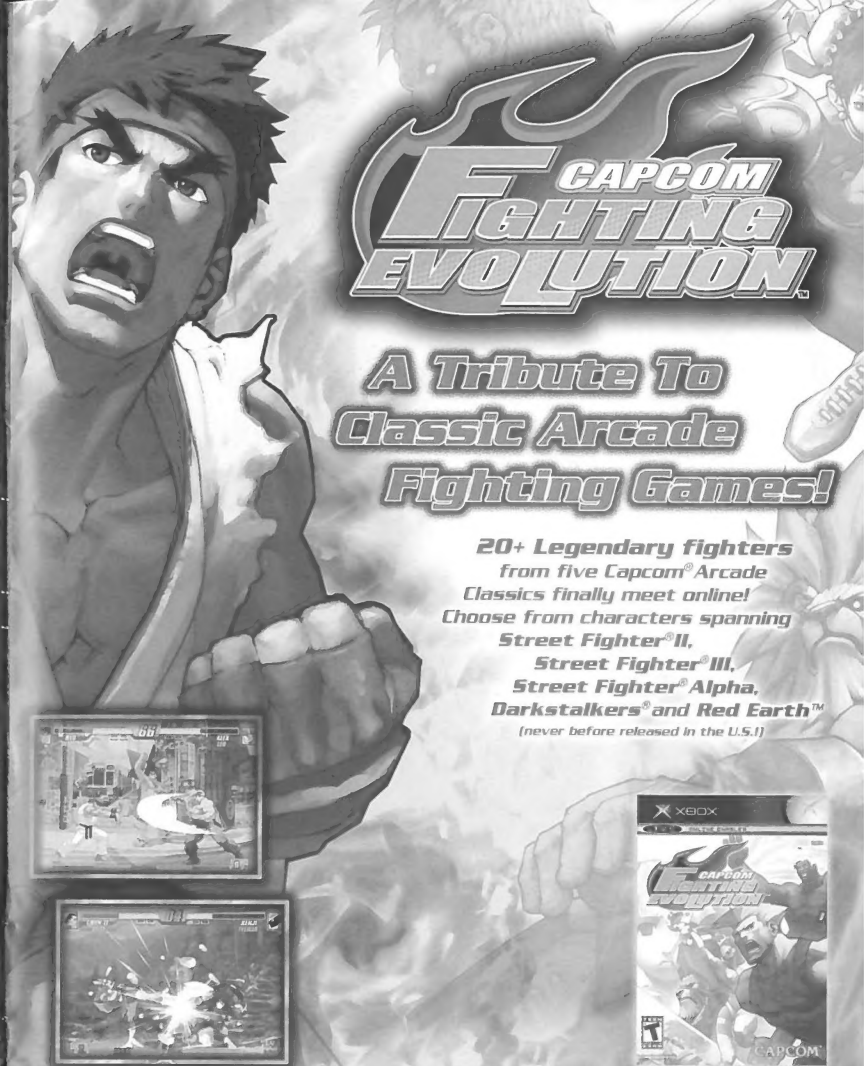
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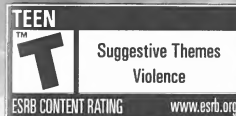
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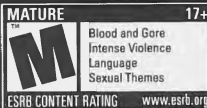
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DARKWATCH

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CAPCOM
Consumer Service Department
475 Oakmead Parkway
Sunnyvale, CA 94085

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